

A Teacher's Guide to School Tours at

Petaluma Adobe State Historic Park



WELCOME TO PETALUMA ADOBE STATE HISTORIC PARK

This packet has been developed to help inform you on how Petaluma Adobe works so that your school group will have an enjoyable time at the park and also gain an understanding of how the *Rancho* developed and what life was like back during the time of the *Californio Ranchos*.

PLEASE READ ALL THE INFORMATION PROVIDED

IT IS IMPORTANT THAT YOU READ THROUGH THE ENTIRE
PACKET BEFORE COMING TO THE PARK.

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Important Information for Teachers and School Groups

The Resource:

The Petaluma Adobe, which once served as the headquarters of General Vallejo's vast 66,000-acre Petaluma Rancho, was the largest privately owned adobe building in California. Only half of the building remains standing in the forty one-acre park. That half has been restored and houses period artifacts and reproductions arranged much as they would have appeared in the 1830-40's. A small museum also contains information panels and pictures. The park also includes a large parking area, a picnic area, and restrooms. No fires are permitted. A paved path leads from the parking area to the building. There are no restrooms available at the building. There is no wheelchair access to the second floor. The park, located about 3 miles east of Petaluma, is open daily from 10:00 AM to 5:00 PM, except New Years Day, Thanksgiving Day, and Christmas Day.

Tour Logistics:

Length of guided tour: The average tour takes about 45 minutes

Group size: The maximum group size is 45 people (We require one adult per ten children, but we prefer one adult per five children.)

School group use is allowed on Mondays, Wednesdays, Thursdays, and Fridays and must be arranged at least two weeks in advance. Teachers can make school tour arrangements by calling Reserve America toll-free at 1-866-240-4655. They are open from 8am-5pm daily. School tours are offered at 10:30 AM, 11:45 AM, and 1:30 PM. We make every effort to provide tours to groups with reservations, but we cannot guarantee one due to staffing limitations. If staff is not available self-guided brochures will be provided on site.

Curriculum:

The school tour and/or self-guided tour relate to the History/Social Science Content Standards for Grades K-12 in the following ways:

1. 4.2.5 is met by discussing the daily lives of the people who occupied the Petaluma *Rancho*.
2. 4.2.8, 4.3.1, and 4.3.3 are met by discussing mission secularization, land grants, the *rancho* economy, the location of Mexican settlements, Fort Ross, Sutter's Fort, and the effect of the Gold Rush on settlements.

RULES

- ✓ Because this program is presenting a great deal of information to the students in a short period of time, it is essential that all participants, both students and adults, pay attention to the staff or docents and remain courteous and polite. **Any Student or Adult Chaperone that disrupts the program will be asked to return to the parking lot so that the rest of the group can benefit from the experience.**
- ✓ Groups that are more than 15 minutes late for scheduled tours will automatically forfeit their reservation.
- ✓ Students will be requested to raise their hands before asking or answering questions. Questions should be related to the material presented.
- ✓ No food, drink, or candy will be allowed in or near the building.
- ✓ No pencils, pens, notebooks, or backpacks are allowed within the building.
- ✓ No yelling or running is permitted in or around the building.
- ✓ Please be considerate of other visitors to the park.
- ✓ Students and Adult Chaperones are required to stay with the group at all times except for in an emergency. Individuals that continue to leave the group will be asked to return to the parking lot for the remainder of the program.
- ✓ Adult Chaperones are expected to control the students and be good role models for the students. **The Adult Chaperones should be aware that their own behavior effects how students behave.**
- ✓ PLEASE REMEMBER that Petaluma Adobe State Historic Park is a real place. Please help your students learn respect for historic sites by teaching them not to damage (kick or pick at) the building or artifacts and by throwing away all their garbage into the trash containers provided.

Map and Directions to Petaluma Adobe

From Marin, San Francisco Bay Area, and East Bay:

Take Highway 101 north to Petaluma. Take the “East 116, Sonoma-Napa” exit, stay to the left. Go left on Lakeville and follow 6/10 of a mile to Casa Grande Road. Turn left at Casa Grande and follow for 1 8/10 miles to Adobe road. Turn right on Adobe road at the stop sign, the park entrance will be about 1/10 of a mile on your left-hand side.

From all points north of Petaluma:

Take Highway 101 south to Petaluma. Take the “E. Washington Street” exit, stay to the left. Turn left on Washington Street and follow for 2 miles to Adobe road. Turn right on at the stop sign at Adobe Road and follow for 1 7/10 miles to the park entrance, which will be on the left. If you go too far, you will reach another stop sign at Frates Road-turn around.

From Vallejo, East Bay or Highway 80 (via Vallejo):

From Highway 37 go right on Lakeville Highway. Turn right on Frates Road. Turn left at stop sign at Adobe Road. The park entrance will be on your right-hand side about ½ mile after turning left.

From Sonoma:

Go down Broadway/Highway 12 for 1.8 miles; turn right on Watmaugh Road. Left on Arnold Road at the stoplight, right on Highway 116/Stage Gulch Road at stoplight. Turn right on Adobe Road at stop sign. The park entrance will be on your right-hand side about ½ of a mile after turning right.

Pre-trip Activities and Questions

We think that students enjoy their visits more when they understand what Petaluma Adobe represents and the events that were occurring in the area in the 1830's and 1840's. As an introduction for the students to the site, we have included some activity sheets and projects in this packet. We hope that you will find them helpful in preparing for your trip to Petaluma Adobe.

Pre-trip activities:

1. Have the students make a sketch of what they think the Adobe will look like.
2. Your class may make a piñata and plan a real fiesta
3. Have your students make and color copies of the seven flags that flew over this area.
4. Have your class prepare a timeline showing General Vallejo's life and all the events in California's history he witnessed.
5. Food and nutrition units could include a study of authentic period Mexican and Indian dishes.
6. The value of hides could be demonstrated by planning a "money" unit in mathematics using paper hides as currency.

Questions to think about before visiting:

1. What would some of the jobs be at a cattle ranch in the 1840's? Would men and women have different jobs? (Remember that this is a time without electricity, cars, airplanes, etc.)
2. What Native American tribes do you think lived in the area before the coming of the Spanish?
3. Why do you think General Vallejo chose to have his ranch built on a hilltop?
4. How many acres of land does your school have? Your city? Your county?

Word Search

A T A H O N A M Y E B O O N R O H E
L S B A E G A T I M R E H O P L I T
O R R A Z V I X U E A N S U H I K J
O R E U Q A V L E X N N I O I V L L
M O V I T O O K A I D M F H G E Q T
A L O R E X E P D C I Q E C S S A N
M U L I W V D L I O W N A N E T O A
S I T J E M O O D A R T T A A O L R
I D S E U T R S M O M E L R K C U G
R E E S A M N O T P A U A U P K V D
A S E L I T N H C D F F L E B T N N
E U L X I O G E B O D A O A O Q R A
M O U C S O N P C R E D A R T O Z L
W M A J O R D O M O S D T U V E L F
Y T I L A T I P S O H C U B O P P I
E V O A A M U A P A A T A E R I G E
I Y Y Z M E T Q B F G H K A E J G S
B X A O R O J E L L A V V R H Q N T
Z L M V B U A I N T O O L F C O A A
P E C N E D N E P E D N I L N U T N
W A L E W B A R R A C K S A A P S O
A P E L G N A R D A U Q O G R E U O
O S E L D N A C M S L U D M V A M O

1. adobe
2. barracks
3. bear flag
4. bota
5. brand
6. candles
7. fiesta
8. hermitage
9. horno
10. hospitality
11. independence

12. land grant
13. livestock
14. loom
15. majordomo
16. Mexico
17. mission
18. museum
19. mustang
20. Petaluma
21. plaza
22. quadrangle

23. rancho
24. rancho
25. reata
26. revolt
27. rodeo
28. Sonoma
29. tahona
30. tallow
31. trader
32. Vallejo
33. vaquero

Introduction to the History of Petaluma Adobe

The Adobe served as the center of General Mariano Guadalupe Vallejo's 66,000-acre (100 square miles) working ranch between 1836-1846. Made from adobe brick and Redwood, its' design is typical of Hispanic Architecture. The construction of the building is a reflection of the increasing trade in the area. The building began with tree nails and rawhide lashings to hold the beams together and moved to iron nails, hinges, glass windows, and a hand split shingled roof.

Before the coming of the Spanish, the area was rich in natural resources: grassland, marshlands, and streams. These habitats supported abundant wildlife and plantlife. This area was also the hunting grounds of the Coastal Miwok.

In 1834, Mariano Vallejo was sent from San Francisco to the area to accomplish three things: to secularize the San Francisco Solano Mission in Sonoma, to colonize the area by starting a pueblo (Sonoma), and to be near the Russian Outpost at Fort Ross. He was given his first land grant of 44,000 acres (later supplemented with another 22,000 acres) as a reward and to further encourage his leadership. He chose a hilltop for his Petaluma Adobe *rancho* and factory. The operation needed to be large in order to support Vallejo's military command in Sonoma, as they did not receive adequate support from the government.

The *rancho* headquarters at Petaluma Adobe were unusual because many working areas were combined into one large building rather than a number of smaller outbuildings. There were between 600-2,000 people working at the Adobe, but not all of them lived within the building. The servants of higher status and supervisors would have lived upstairs. There was a Native American village near the parking lot. The main economic activity of the *rancho* was based on the hide and tallow trade. As well, the *rancho* produced many crops, and grain was traded in large numbers.

Although Vallejo could not come out here from his home in Sonoma as often as he wished, he was proud of his working ranch. The Adobe structure was not completed when Vallejo was taken captive during the Bear Flag Revolt in 1846. By the time Vallejo was released months later, the Gold Rush had driven labor prices up and squatters had taken over portions of the land. The ranch would never operate on the scale that it had previously. Vallejo eventually sold the building and some property in 1857 after attempts to lease it and make a profit failed.

The Petaluma Adobe building was once considered for the site of the University of California, but after a survey and discussion, another site was chosen. The Native Sons of the Golden West purchased the Adobe in 1910 and preserved it until the State bought it in 1951. Today, the State owns a small portion of what once a vast *rancho* and the largest privately owned Adobe building in California. The Adobe was officially registered as California State Historical Landmark #18 in 1932 and in 1970 became a registered National Historic Landmark.

History Treasure Hunt

The following is a list of questions that you can ask your class when they are at the Petaluma Adobe. If you do have a guided tour, please do not ask your students these questions until the end. (We discourage photocopying and distributing these, it distracts the students from listening to their tour guide.)

1. What Native American tribes lived in this area?
2. Name one of the four countries that wanted California
3. How many presidios, mission, and pueblos were there in California?
4. When was the Petaluma *Rancho* started?
5. What is the name of the Russian Outpost?
6. What is a *vaquero*?
7. Draw the Petaluma *Rancho* Brand.
8. Name 3 things a person had to do to get a land grant.
9. Name 3 things a person had to do in order to keep a land grant.
10. How many people worked at the Petaluma *Rancho*?
11. What were the three main things traded from here?
12. What were sheep used for?
13. What were the horns of the cattle made into?
14. What crafts were necessary to run a *rancho*?
15. What was the busiest time of year at the *rancho*? Why?
16. Where was all the food cooked?
17. What is an *horno*?
18. What is a gristmill?
19. How were adobe bricks made? Were they sun baked or oven baked?
20. What is tallow? What was it used for?
21. Besides cattle and sheep, what other animals were at the Adobe?
22. Who was the *Mayordomo* at the Adobe?
23. Why is the veranda around the building slanted?
24. What items do you see in the pantry that we still use today?
25. What are three main differences on the walls on the inside of the Vallejo Quarters versus the Married Servants' Quarters?
26. Why are there bars on the windows if this wasn't a fort or a jail?
27. What was the job of the *Mayordomo*?
28. What jail was General Vallejo put in during the Bear Flag Revolt?
29. What town was General Vallejo's house in?
30. Why did General Vallejo sell the Petaluma *Rancho*?